

WRESTLING INFORMATION SHEET

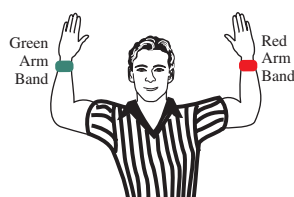
by Rich Gebhart



Start the Match



Defer Choice



Neutral Position



Caution for False Start /
Incorrect Starting Position
(right or left hand)



Interlocking / Overlapping
Hands or Grasping Clothing



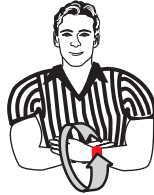
Potentially
Dangerous



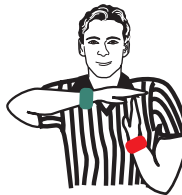
Stalling
(right or left hand)



Illegal Hold or
Unnecessary Roughness



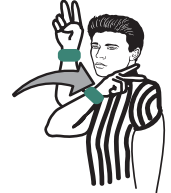
Reversal



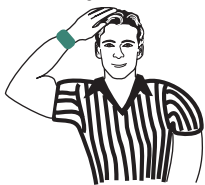
Technical Violation



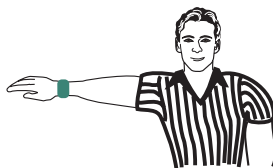
Awarding Points
(right or left hand)



Near Fall
(right or left hand)



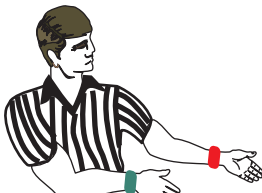
Flagrant Misconduct
(right or left hand)



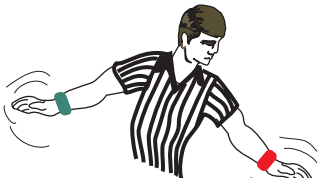
Unsportsmanlike Conduct
Coach Misconduct (*close fist*)
(right or left arm)



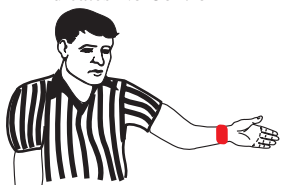
Stalemate



Out of Bounds



Indicates No Control



Indicates Wrestler In Control
(right or left hand)

SCORING ABBREVIATIONS (WITH POINTS)

C — Caution (*for points after 2nd warning, use FS below*)

FS₍₁₎ — False Start / Incorrect Starting Position (*points only awarded after 2 cautions*)

E₁ — Escape

N_{2 or 3 (4)} — Near Fall (*3 pts after 5 sec.in criteria; 4 pts if stop match for defensive injury/bleeding*)

P_{1 (or 2)} — Illegal Holds / Unnecessary Roughness

R₂ — Reversal

RO₁ — Ride Out (*offensive wrestler pt after ultimate tiebreaker & no score*)

S_w — Warning (for stalling)

S_(1 or 2) — Stalling (points after 1 warning)

T₂ — Takedown

TV_{1 (or 2)} — Technical Violation

CM_w — Coach Misconduct Warning

CM — Coach Misconduct (*1 team pt after 1st, 2 team pts after 2nd*)

FMC — Flagrant Misconduct (*deduct 3 Team Points*)

UCM — Unsportsmanlike Conduct (*Match Point*)

UCT — Unsportsmanlike Conduct (*Team Point*)

↑ — Selects up

↓ — Selects down

⇔ — Selects neutral

OT — Overtime

SV — Sudden Victory (*1 minute; neutral starting position*)

TB — Tie Breakers (*two 30-second periods; flip disk; record choice: ↑↓⇔*)

UTM — Ultimate Tie Breaker (*final 30-second period: use first point(s) scored*)

IT — Injury Time (*after 2nd IT; record choice: ↑↓⇔*)

BT — Blood Time

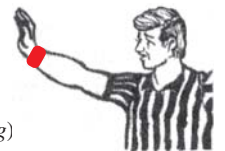
F — *e.g., 1:38 Fall (pin)*

TF — *e.g., 4:25 Technical Fall (more than 15 score difference)*

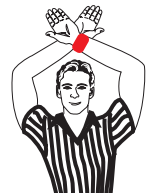
MD — Major Decision (*8-14 pt score difference*)

Dec — Decision (*less than 8 pt score difference*)

Def — Default



Stopping the Match



Time Out



Start Injury Time
(right or left hand)



Start Blood Clock
(right or left hand)



Stop Injury /
Blood Clock

WEIGHT CLASSES / ODD — EVEN TABLE

103	119	130	140	152	171	215
112	125	135	145	160	189	285

For dual meets, the wrestling order is determined by a random draw of weight classes immediately following weigh-ins. The first weight drawn will be the first odd match. Subsequent odd / even matches will follow the traditional order.

SCORER RESPONSIBILITIES

- Record which wrestler is red or green; which wrestler makes the choice at the start of the 2nd and 3rd periods and during tie breaker; which wrestler has the choice of options at the beginning of the 3rd period and overtime periods; and wrestler's choice after opponent's 2nd injury timeout. Know which wrestler has the advantage position anytime the match is stopped;
- When signaled by the referee, record points scored by each wrestler;
- Circle first point(s) scored in the regulation match (for use in Ultimate Tie Breaker position decision);
- Check with the visitor's score keeper to verify the match's points and advise the timekeeper when there is a disagreement or confusion about the score or points on the scoreboard;
- Tell the scoreboard operator the correct score during each match, especially at end of each period and at end of match;
- Record the completion time of each match;
- Present scorebook to referee for team score verification and signature;
- Assistant (Visitor) Scorers: responsible for recording points earned during match and team score; and
- TURN OFF cell phones, music players, etc. during ALL matches.

TIMEKEEPER RESPONSIBILITIES

- Keep the overall time of the match;
- Measure and record the accumulated time for each wrestler when the match is stopped for injury and bleeding time-outs. For injury timeouts: only 2 time-outs may be taken with total time not to exceed 1½ minutes per match; for bleeding timeouts: 5 minutes total time for all bleeding occurrences;
- Measure and record recovery time; recovery time may not exceed 2 minutes per occurrence;
- Notify the referee of any significant situation when the match is stopped and stop the clock; when the match scorers disagree about the score; or when a coach requests a conference to discuss a possible rule misapplication or scoring error;
- Assist the referee to determine if an action or a situation occurred before or after the time clock stopped or the period ended; and
- When visible clock is not available, announce time left & display visual cards at 60, 45, 30, 15 seconds left in match.

SUMMARY OF SCORING

Individual Matches

Takedown	2 points	Escape	1 point
Reversal.....	2 points	Near fall.....	2, 3, or 4 points
Penalty points.....	(0) 1 or 2 points		

Dual Meet Team Points

Fall	6 points	Forfeit	6 points
Default.....	6 points	Disqualification	6 points
Technical Fall.....	5 points	<i>(15 or more points ahead)</i>	
Major Decision.....	4 points	<i>(8 - 14 points difference)</i>	
Decision	3 points	<i>(less than 8 points in individual match)</i>	

Tournaments

Fall	2 points	Default	2 points
Forfeit.....	2 points	Disqualification	2 points
Technical Fall.....	1½ points	Major Decision.....	1 point
<i>Advancement: Championship bracket.....</i>	<i>2 points</i>	Consolation bracket.....	<i>1 point</i>
<i>Bye followed by a win: Champ. bracket..</i>	<i>2 points</i>	Consolation bracket.....	<i>1 point</i>